

## SWTPC 6800 DISASSEMBLER

BY MICHAEL J. DENNIS

The DESEMBLER program can be used to "de-assemble" a loaded machine code program. This may be desirable to aid debugging or to assist in understanding, correcting or modifying a machine code supplied program. The DESEMBLER lists the memory address of each byte of the instruction, the equivalent ASCII character of each byte, the assembly language mnemonic of the machine code instruction along with addressing symbols and the operand. Some of the features of this program are:

The DESEMBLER can be run from any location in memory.

Program has a built in "move" routine which will move the DESEMBLER to the desired memory location.

Program has a "byte search" option which will find every occurrence of a specified byte within a memory area and print it out with its address, the preceding byte, and the following two bytes.

The DESEMBLER has an optional "intersection mark" feature which marks in the desembled listing the program locations to which the program branches or jumps to. These marks indicate whether it was a direct branch or a subroutine type branch. This option will also cause a symbols table listing of the intersection addresses to be printed after the regular desembler listing.

Output may be directed to any port via a control, asynchronous (ACIA), or parallel (PIA) interface.

No memory locations need be initialized prior to running the DESEMBLER other than the program counter (A048-A049).

### Hardware configuration and software support:

This program is designed to run in any 2.5K of continuous memory on a SWTPC 6800 computer system. Program requires MIKBUG\* software and much of the MIKBUG\* RAM memory (A000-A07F). The DESEMBLER communicates with the control terminal at port #1 and asynchronous serial output devices such as a TELETYPE\* or parallel output devices such as a PR-40 printer are supported as options at any other port. The DESEMBLER as supplied initially loads into memory locations 0100-0AFF.

\*MIKBUG is a registered trademark of Motorola Inc.

\*TELETYPE is a registered trademark of Teletype Inc.



### Operation of the DESEMBLER:

Upon loading A048 and A049 with the starting address (0100) and typing the MIKBUG\* command "G" to start, the DESEMBLER will identify itself on the control terminal and ask for the option wanted as shown.

#### SWTPC DESEMBLER V.4

##### OPTION (D,S,M,E):

The user should then type a D, S, M, or E where:

D indicates a desembled listing is desired. (disassembly)

S for byte search routine.

M for moving DESEMBLER program to new memory location.

E for exiting back to MIKBUG\*.

If "E" is entered, the program immediately returns to MIKBUG\*.  
To restart DESEMBLER type MIKBUG\* command "G".

If "M" is typed the program will ask:

NEW BEGINNING ADDRESS:

The user should key in the desired 4 digit hex address that the program should be moved to. The program will restart upon completion at the new location. When a move is made, be sure that sufficient memory exists for the program and for the creation of the intersection data file (symbol table) if intersection marks are to be printed. Intersections point to places in the program to where a branch or jump instruction terminates.

If the "D" option is chosen, the DESEMBLER will ask:

MARK INTERSECTIONS? (Y/N)

If the user wants the program to indicate the address locations which the desembled program branches or jumps to, he should type a "Y" for yes, otherwise "N" should be typed for no. In the listing, locations that are referred to by a BSR or JSR instruction will be flagged by a >. Locations referred to by a branch instruction are flagged by a -. The DESEMBLER will then ask:

INPUT FILE ADDRESS:

The user should key in the 4 digit hex beginning address of the area of memory to be desembled. The program will then type "TO" and the user should key in the ending address of this memory area. The DESEMBLER will then ask:

PORT & DEVICE (0-7; C,S,P):

The user should respond with the port number and the output device type where "C" is the control interface, "S" is a serial (ACIA) interfaced device, and "P" indicates a parallel interfaced printer. Note that if "C" is chosen, output will be to port #1 regardless of the entered port number.

The DESEMBLER will then type:

HEADER:

The user should respond with the title to be printed on the desembled listing, up to 44 characters in length, terminated by a carriage return.

If "S" was the option chosen, indicating a "byte search", the program will ask for the input file address and the port and device as it would for the "D" option. The program will then ask for the "BYTE DESIRED:". The user should enter the 2 digit hex number. The DESEMBLER will then output to the selected output device the address of each occurrence, the preceeding byte, the byte of interest (corresponding to



the address), and the following two bytes. To exit from this routine a reset of carriage return must be hit. To restart program type the MIKBUG\* command "G".

#### Input notes:

If an illegal option or output device is entered, the DESEMBLER will re-ask the question. If an error occurs in the input of a number, however, program control returns to MIKBUG\*. The command "G" will restart the DESEMBLER. If too many characters are entered in the header title, the carriage return will be assumed as the 44th character and output will begin.

#### Output notes:

The "desemble" option of the DESEMBLER will produce a paginated output including cut marks, the header title, and the page number. The page will list 56 (38 hex) lines which include the memory address of the instruction, the memory contents and ASCII equivalent of each byte in the instruction, the instruction mnemonic, addressing symbols and operand. The addressing symbols and operand are in the following format:

blank	for inherent addressing
# 3E or # A03E	for immediate addressing
A03E or 003E	for extended or direct addressing
X, 3E	for indexed addressing
023E	for relative addressing

Note that all numbers are hexadecimal. Also note that relative addressing gives the absolute address of the branch rather than the relative address contained in the next memory location.

Next to the memory contents in the DESEMBLER output is printed the ASCII equivalent of the byte or a space. A space is printed for all control characters or non-capital ASCII characters. Whether or not the equivalent ASCII character is printed out for other values depends on the parity of the memory contents (the most significant bit) and on the instruction at the relative address of 0286 (hex) in the DESEMBLER program. If the starting address of the DESEMBLER + 286 (hex) contains

20	then no ASCII characters will be printed,
2B	then ASCII characters with parity=0 will be printed (default),
2A	then ASCII characters with parity=1 will be printed,
25	then all ASCII characters will be printed regardless of parity.

The number of lines printed per page is controlled by the number in the relative address 246 of the DESEMBLER program (normally 38 hex). (0286 relative is location 0386 and 0246 relative is 0346 if the DESEMBLER is originated at 0100 as supplied. When a move is done the locations will naturally change.)

Below is a sample run of the DESEMBLER with some comments on the output.

NOTE Location 0A14 in the object dump should be 42 and location 0A15 should be C9.



\*G SWTP 6800 DESEMBLER V.4

OPTION (D,S,M,E): D

MARK INTERSECTIONS? (Y/N) Y

INPUT FILE ADDRESS: 0100 TO 0175

PORT & DEVICE (0-7; C,S,P): 7P

HEADER: DESEMBLER VER. 4.0

DESEMBLER VER 4 0

PAGE 01

```
0100 34      4      DES
0101 34      4      DES
0102 20 6B      BRA      016F
0104 FE A048    H      - LDX      A048
0107 FF A014      STX      A014
010A 86 71      LDA A # 71
010C 08      - INX
010D 4A      J      DEC A
010E 26 FC      &      BNE      010C
0110 FF A016      STX      A016
0113 CE A054    T      LDX      # A054
0116 FF A04E    N      - STX      A04E
0119 FE A016      LDX      A016
011C A6 00      LDA A X. 00
011E 08      INX
011F FF A016      STX      A016
0122 FE A04E    N      LDX      A04E
0125 A7 00      STA A X. 00
0127 08      INX
0128 81 3E      ,      CMP A # 3E
012A 26 EA      &      BNE      0116
012C 86 06      LDA A # 06
012E 8D 67      BSR      0197
0130 BD E047    G      JSR      E047
0133 FF A04A    J      STX      A04A
0136 FF A04C    L      STX      A04C
0139 FF A048    H      STX      A048
013C 5F      +      CLR E
013D B6 A04A    J      LDA A      A04A
0140 E1 A014      CMP A      A014
0143 2B 0A      +      BMI      014F
0145 2E 13      BGT      015A
0147 B6 A04E    K      LDA A      A04E
014A E1 A015      CMP A      A015
014D 2A 0E      *      BPL      015A
014F 5C      \      - INC E
0150 86 0A      LDA A # 0A
0152 BB A04C    L      ADD A      A04C
0155 B7 A04C    L      STA A      A04C
0158 20 10      BRA      016A
```



S11301003434206BFEA048FFA0148671084A26FCF4  
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## NOTICE TO USERS OF SWTPC PAPER AND CASSETTE TAPES

In order to help reduce the time necessary to load programs through either a paper tape reader or an SWTPC AC-30 cassette interface, the longer tapes supplied from SWTPC will be furnished in a binary format instead of the conventional ASCII. At the beginning of each tape is a binary loader program that will load into the computer using the regular ASCII format. The program then executes itself and loads the main program in binary. Using this method, tapes will load in approximately 1/3 normal time. When using an SWTPC AC-30, **lock** the reader in the ON position and type L. For paper tapes readers, such as on an ASR-33 Teletype®, when the load stops after the binary loader has been loaded into the computer simply type G. This will execute the binary loader and the remainder of the tape will load into memory. Several "garbage" characters may be printed immediately after the binary loader loads in—this is normal. On cassette tapes, one side will be in conventional ASCII (side with long leader) and one side will be in binary. The tapes are formatted as follows:

L	BINARY LOADER IN ASCII	S9	G	MAIN PROGRAM IN BINARY
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As the tape loads, you will see one of the following displays on your terminal: (either is OK)

* L	* L
* G	* ??
* (register dump)	* (register dump)

Some tapes may have an additional feature which will verify that the tape loaded correctly into memory. If, after loading the tape, you find that the program counter is not automatically set to the correct value then you probably have a verifying tape. If this is the case simply typing a G will automatically check the validity of the program and execute it. If the message LOAD ERROR is displayed then the tape did not load correctly into memory. The most common cause of this is a memory problem—there can be problems that MEMCON and ROBIT will not find.

The format for a self-verifying tape is as follows:

VERIFICATION ROUTINE	BINARY LOADER PGM. CTR.	BINARY LOADER IN ASCII	S9	G	MAIN PROGRAM IN BINARY	MAIN PROGRAM PGM. CTR.
ASCII					BINARY	

As before, one side of a cassette tape will be in binary and the other side in ASCII.

If you are unable to load a tape please check the following:

- 1.) Be sure the reader is locked on to load a binary cassette tape.
- 2.) Try different volume and tone control settings.
- 3.) Clean your tape heads with alcohol and a cotton swab.
- 4.) Re-check all memory if a LOAD ERROR is displayed.

THE HISTORY OF THE UNITED STATES OF AMERICA

The history of the United States of America is a story of growth and development. It begins with the first settlers who came to the continent in search of a new home. They found a land of vast resources and opportunities, but also one of many challenges. The early years were marked by conflict and struggle, as the settlers fought to establish their communities and defend their rights. Over time, the United States grew from a small collection of colonies into a powerful nation, with a rich and diverse culture. The story of the United States is a testament to the resilience and spirit of its people, who have overcome many obstacles and achieved great things.

THE FOUNDING OF THE NATION

The founding of the United States is a story of vision and leadership. It begins with the Pilgrims who came to the continent in 1620, seeking a place where they could practice their religion freely. They established the Plymouth colony, which became a model of self-governance. Other colonies followed, each with its own unique character and challenges. The colonies grew and developed, but they also began to chafe under the control of the British crown. The desire for independence grew, and the colonies began to assert their rights. The American Revolution was a turning point in the history of the United States, as the colonies fought to free themselves from British rule and establish a new nation.

THE AMERICAN REVOLUTION

The American Revolution was a period of great change and upheaval. It was a time when the colonies fought to free themselves from British rule and establish a new nation. The revolution was a struggle for independence, but it was also a struggle for the principles of liberty and justice. The American Revolution was a defining moment in the history of the United States, as it established the nation's identity and set the course for its future. The principles of the American Revolution have inspired generations of Americans, and they continue to guide the nation today.

THE CONSTITUTION

The Constitution is the foundation of the United States. It is a document that sets out the principles of the nation and the rights of its people. The Constitution was drafted by a group of men who were concerned about the future of the new nation. They wanted to create a government that would protect the rights of all Americans and ensure the stability of the nation. The Constitution is a living document, and it has been amended many times over the years. It remains the cornerstone of the United States, and it continues to guide the nation today.

1776

1787

1791